

Listing of Claims

Claims 1-20 (previously canceled)

Claim 21 (currently amended) A game kit comprising:

a first set of cards, each card bearing a unique printed direction requiring the performance of ~~each unique~~ a task responsive to the unique directions on said cards ~~within the first set of cards predictably requires retrieval of a first type of the information from primarily a first human memory system from among the plurality of human memory systems, and~~ , the task requiring a verbal response which that contains objective facts, not personally unique information ;

a second set of cards, each card bearing a unique printed direction; requiring the performance of ~~each unique~~ a task responsive to the unique directions on said cards ~~within the second set of cards predictably requires retrieval of a second type of the information from primarily a second human memory system, and~~ , the task requiring a verbal response which that contains a personal story: including subjective impressions and personal feelings; and,

a game playing surface marked with a plurality of indicia, and a plurality of markers for positioning on the plurality of indicia, the plurality of indicia define a first path and a second path, and the first and second paths comprise a series of positions by which the game players mark their progress as they advance in the game, substantially every position in the first path corresponds to a position the game players occupy before or after performing a ~~first type of unique~~ task responsive to a unique direction on a card drawn from the first set of cards, and substantially every position in the second path corresponds to a position the game players occupy before or after performing a ~~second type of unique~~ task responsive to a unique direction on a card drawn from the second set of cards.

Claim 22 (previously canceled)

Claim 23 (currently amended) The game kit of claim 21, further comprising a third set of cards, each card bearing a unique direction; requiring the performance of ~~each unique~~ a task responsive to the unique directions on said cards ~~within the third set of cards predictably requires retrieval of a third type of information from primarily a third human memory system from among the plurality~~

~~of human memory systems, and , the task requiring a verbal response which that contains information game players have no reason to remember the next day, the performance of each unique task responsive to the unique directions on cards within the third set of cards may includes random words, random numbers or random sounds that have no commonly known association and no personal significance to the game players. moving a marker, from the plurality of markers, used to position another player on the indicia on the game playing surface.~~

Claim 24 (Previously Presented) The game kit of claim 23, further comprising indicia on the game playing surface which define intersections between the first path and the second path, the intersections comprise positions the game players may occupy as they advance in the game, substantially every position in the intersections corresponds to a position the game players may occupy before or after performing a ~~third type of unique~~ task responsive to a unique direction on a card drawn from the third set of cards.

Claim 25 (Currently Amended) A game comprising:

 a first collection of verbal first directions to perform tasks, each task which requires a verbal responses that contains objective, not personally unique information; associated primarily with a single first human memory system;

 a second collection of verbal second directions to perform tasks, each task which requires a verbal responses that contains a personal story including subjective impressions and personal feelings; and, associated primarily with a single second human memory system;

~~the first directions call for a first type of response from game players, and the second directions call for a second type of response from game players;~~

~~the first directions are designed to stimulate retrieval of a first type of information in the first type of response, and the second directions are designed to stimulate retrieval of a second type of information in the second type of response;~~

~~the first directions are presented to game players for the first type of responses, and the second directions are presented to game players for the second type of responses; the responses to the first directions and the second directions determine whether the game players advance in the game;~~

~~the first type of responses contain the first type of information retrieved from the memory of the game players using primarily the first human memory system, and the second type of responses may contain the second type of information retrieved from the memory of the game players using primarily the second human memory system; and~~

~~one of the game players advances in the game if the response of the one of the game players to one of the first directions drawn from the first collection of directions is the first type of response which included the first type of information, and the one of the game players advances in the game if the response of the one of the game players to one of the second directions drawn from the second collection of directions is the second type of response which includes the second type of information; and,~~

a game display which presents a plurality of indicia, and means for locating a plurality of positions on the plurality of indicia, the plurality of indicia define a first path and a second path when presented, the first path comprises a first series of positions by which the game players mark their progress as they advance in the game, each position in the first path corresponds to a position which the game players occupy before or after performing a task responsive to the direction from said first collection of directions, and if the response of the game players contains information which is objectively correct, the second path comprises a second series of positions by which the game players mark their progress as they advance in the game, the first path and the second path intersect at a plurality of intersections, each position in the second path corresponds to a position which the game players occupy before or after performing a task responsive to a direction from said second collection of directions. if the response of the game players contains information which comprises a story from the life of the game players.

Claim 26 (canceled)

Claim 27 (currently amended) The game kit of claim 25 further comprising a third collection of ~~third~~ directions to perform tasks, each task which requires a verbal responses that include random words, random numbers, random data, or random sounds that have no useful, commonly known association and no personal significance to the players associated primarily with a single third human memory system, the third directions call for a third type of response from game players, the third directions are designed to stimulate retrieval of a third type of information in the third type of

~~response, the third type of responses contain the third type of information retrieved from the memory of the game players using primarily the third human memory system, the third directions are presented to game players for the third type of responses, wherein the responses to the first directions, and the second directions, and the third directions determine whether the game players advance in the game; and wherein one of the game players advances in the game to one of the plurality of intersections before or after the turn of the one of game players if the response of the one of the game players to one of the third directions in the third collection is a correct response. drawn from the first collection of directions is the third type of response which contains information game players have no reason to remember the next day.~~

Claim 28 (Currently Amended) A game kit comprising:

a first set of cards, ~~the first set of cards including a plurality of first cards, each first card bearing a first type of direction to perform a task involving a verbal response including objective, not personally unique information;~~

a second set of cards, ~~the second set of cards including a plurality of second cards, each second card bearing a second type of direction to perform a task involving a verbal response containing a personal story including subjective impressions and personal feelings;~~

wherein the first cards may be drawn from the first set of cards, and ~~the first type of directions on the first cards presented to game players;~~

wherein the second cards may be drawn from the second set of cards, and ~~the second type of directions on the second cards presented to game players;~~

~~the first type of directions call for a first type of response from the game players, and the second type of directions call for a second type of response from the game players;~~

~~the first type of directions call for the first type of response using a first human memory system, and the second type of directions call for the second type of response using a second human memory system;~~

~~the first type of response and the second type of response requires retrieval of information from the memory of game players;~~

wherein the verbal first type of response to the directions on the card from the first set is judged for correctness of information ~~contained in the first type of response, and a correct first type~~

of response allows the game players to advance in the game by at least remaining in the game for an additional turn; and

wherein the verbal second type of response to the directions on the card from the second set is not judged for correctness if the ~~second type of response~~ contains a personal story from the life of the game players, ~~and any second type of response containing a story from the life of the game players~~ allowing the game players to advance in the game by at least remaining in the game for an additional turn; and,

a game playing surface marked with a plurality of indicia, and a plurality of markers for positioning on the plurality of indicia of the game playing surface, the plurality of indicia on the game playing surface define a first path and a second path, the first and second paths comprise a series of positions by which game players mark their progress as they advance in the game, substantially every position in the first path corresponds to a position which the game players occupy before or after performing a task responsive to the direction from said first set of cards, and ~~the game players respond with a correct first type of response,~~ substantially every position in the second path corresponds to a position which the players occupy before or after performing a task that is responsive to the direction from said second set of cards. ~~the game players respond with a second type of response which contains a story from the life of a one the game players during the turn of the one of the game players.~~

Claim 29 (canceled)

Claim 30 (currently amended) The game kit of claim 28, further comprising a third set of cards, ~~the third set of cards including a plurality of third cards,~~ each ~~third card~~ bearing a direction to perform a task involving a verbal response that includes random words, random numbers, random data, or random sounds that have no useful, commonly known association and no personal significance to the players, ~~the response bearing a third type of directions, the third cards are drawn from the third set of cards, and the third type of directions on the third cards presented to the game players, the third type of directions call for a third type of response from the game players, the third type of directions call for the third type of response using a third human memory system, the third type of response requires retrieval of information from the memory of a game player, the third type of response is judged for correctness of information contained in the third type of~~

~~response~~, and a correct ~~third type of response~~ to a direction on a card from the third set allows the game players to advance in the game by at least remaining in the game for an additional turn.

Claim 31 (currently amended) The game kit of claim 30, further comprising indicia on the game playing surface which define intersections between the first path and the second path, the intersections comprising positions the game players occupy as they advance in the game, substantially every position in the intersections corresponds to a position the game players occupy before or after a correct ~~third type of response~~ to a direction on a card from the third set. ~~which contains information game players have no reason to remember the next day.~~

Claim 32 (Currently Amended) A game kit comprising:

a first set of cards, ~~the first set of cards including a plurality of first cards~~, each first card bearing a ~~first type of direction~~ to perform a task involving a verbal response including objective, not personally unique information;

a second set of cards, ~~the second set of cards including a plurality of second cards~~, each second card bearing a ~~second type of direction~~ to perform a task involving a verbal response containing a personal story including subjective impressions and personal feelings;

~~all first type of directions and all second type of directions together comprising a plurality of directions;~~

wherein ~~the first cards may be drawn from the first set of cards, and the first directions on the first cards presented to game players;~~

wherein ~~the second cards may be drawn from the second set of cards, and the second directions on the second cards presented to game players;~~

~~the first type of directions call for a first type of response from the game players, and the second type of directions call for a second type of response from the game players;~~

~~the first type of directions call for the first type of response using a first human memory system, and the second type of directions call for the second type of response using a second human memory system;~~

~~the first type of response and the second type of response requires retrieval of information from the memory of the game players;~~

wherein the first type of verbal response to a direction on a card from the first set is employed in the game for competitive play in which the first type of response and a response containing objectively correct information allows a one of the game players to advance in the game by at least remaining in the game for an additional turn; and

wherein the second type of verbal response to a direction on the card from the second set is employed in the game for non-competitive play in which the second type of and if the response containing contains a personal story from the life the of one of the game players, allows the one of the game players to advances in the game by at least remaining in the game for an additional turn; and,

a game playing surface marked with a plurality of indicia, and a plurality of markers for positioning on the plurality of indicia of the game playing surface, the plurality of indicia on the game playing surface define a first path and a second path, the first and second paths comprise a series of positions by which the game players mark their progress as they advance in the game, substantially every position in the first path corresponds to a position which the one of the game players takes after a correct first response to a direction on a card from the first set, substantially every position in the second path corresponds to a position which the one of the players occupies after a second response to a direction on a card from the second set ~~which contains a story from the life of the one of the game players.~~

Claim 33 (Canceled)

Claim 34 (Currently Amended) A method of game play, comprising:

selecting a first direction from the a first collection of first type of directions, each first type of direction calls for retrieval of information from memory using primarily a single first human memory system; a verbal response including objective, not personally unique information;

presenting the selected first direction to a game player;

~~recalling the first body of information from the memory of the game player responsive to the first direction;~~

responding to the selected first direction by the game player communicating a first verbal response ~~to the selected first direction~~ including objective, not personally unique information to at least one other game player;

selecting a ~~second~~ direction from a second collection of ~~second type of~~ directions, each ~~second type of~~ direction calls for ~~retrieval of information from memory using primarily a single~~ second human memory system; a verbal response including subjective impressions and personal feelings;

presenting the selected ~~second~~ direction to the game player;

~~recalling a second body of information from the memory of the game player responsive to the second direction; and~~

responding to the selected ~~second~~ direction by the game player communicating a verbal response including subjective impressions and personal feelings to the selected second direction to at least one other game player; and,

choosing a first path on a game playing surface marked with indicia which substantially define a first path as a first series of positions related to the first collection of directions, and a second path as a second series of positions related to the second collection of directions, and at least one intersection between the first path and the second path, by which paths and intersection the game player marks progress as the game player advances in the game.

Claim 35 (canceled)

Claim 36 (currently amended) The method of game play of claim 34, further comprising the step of placing a marker on or near a position at one end of the first path, substantially all of the series of positions in the first path comprising a series of positions ~~of that~~ the game player occupies along the path on the game playing surface.

Claim 37 (currently amended) The method of game play of claim 36, further comprising moving the marker substantially serially at least one position along the first path, during the turn of the game player, before or after responding to a ~~first~~ direction selection from the first collection of ~~first type of~~ directions.

Claim 38 (currently amended) The method of game play of claim 37, further comprising moving the marker to the second path when the game player occupies ~~the~~ at least one intersecting

position, after moving the marker substantially serially, one position per turn, along the first path to the intersecting position.

Claim 39 (currently amended) The method of game play of claim 38, further comprising moving the marker of another player ~~substantially~~ when the game player occupies the at least one intersecting position.

Claim 40 (currently amended) A game kit comprising:

a first set of cards, ~~the first set of cards including a plurality of first cards~~, each first card bearing a ~~first type of~~ unique direction ~~which calls for requiring a first type of verbal response that~~ containing an ~~objectively correct answer~~ objective, not personally unique information;

a second set of cards, ~~the second set of cards including a plurality of second cards~~, each second card bearing a ~~type of second~~ direction ~~which calls for requiring a second type of verbal response that~~ containing a personal story from the life of game players including subjective impressions and personal feelings;

wherein ~~the first~~ cards are drawn from the first set of cards, and ~~the first directions on the first cards~~ presented to game players;

wherein ~~the second~~ cards are drawn from the second set of cards, and ~~the second directions on the second cards~~ presented to game players;

wherein ~~the first response and the second~~ responses determine whether the game players advance in the game;

~~the first response and the second responses require retrieval of information from the memory of the game players~~;

wherein one of the game players remains in the game if ~~the first type of his response to a direction from a card from the first set from the one of the game players~~ contains objectively correct facts ~~responsive to the first type of direction~~; and further,

~~the~~ wherein one of the game players remains in the game if ~~the second type of his response to a direction from a card from the second set from the one of the game players~~ contains a personal story from ~~the his life. of the one of the game players.~~

Claim 41 (currently amended) The game kit of claim 40, further comprising a third set of cards, ~~the third set of cards including a plurality of third cards~~, each ~~third~~ card bearing a ~~third type~~ of direction requiring which calls for a third type of a verbal response containing random words, random numbers, random data or random sounds that have no useful, commonly known association and no personal significance to the players, wherein an objectively correct answer, the ~~third~~ cards are drawn from the third set of cards, and ~~the third type of directions on the third cards~~ presented to a game players, the responses of the game players to the ~~third type of directions on the cards from the third set~~ determine whether the game players advance in the game, ~~the responses of the game players to the third type of directions require retrieval of information from the memory of the game players~~, and game players remain in the game if the their responses to the ~~third type of directions from a card from the third set~~ contain objectively correct facts. ~~responsive to the third type of directions.~~

Claim 42 (currently amended) The game kit of claim 41, further comprising indicia on the game playing surface which define intersections between the first path and the second path, the intersections comprising positions the game players occupy as they advance in the game, substantially every position in the intersections corresponds to a position the game players occupy after a response to a ~~third type of direction~~ from a card from the third set. ~~which contains information a game player has no reason to remember the next day.~~

Claim 43 (withdrawn) A method of game play, comprising
selecting a plurality of first cards from a collection of first cards, each bearing a first type of direction, each first direction calling for retrieval of a personal story from the memory of game players;
presenting the selected plurality first type of direction to a first one of the game players;
recalling from the memory of the first one of the game players information responsive to the selected plurality of the first type of directions on the first cards;
formulating a plurality of first responses using the information from the memory of the first one of the game players;
responding to the selected plurality of first type of directions by communicating the plurality of first responses;

retaining in the possession of the first one of the game players a plurality of first retained cards to which the first one of the game players responds; and

exchanging the plurality of first retained cards, at the option of the first one of the game players, for a second card retained by a second one of the game players after the second one of the game players correctly responds to a second type of direction on a second card selected from a plurality of second cards, the second type of direction calling for retrieval of objective facts from the memory of the second one of the game players.

Claim 44 (new) A method comprising:

selecting by a first game player a plurality of cards from a first set of cards, each card in the first set bearing a direction requiring a verbal response from the first game player containing a personal story from his life, including subjecting impressions and personal feelings;

presently the selected plurality of cards from the first set to the first game player; verbally responding to the directions on the selected plurality of cards from the first set by the first game player;

selecting by a second game player at least one card from a second set of cards, each card in the second set bearing a direction requiring a verbal response from the second game player containing objective, not personally unique information;

verbally responding to the direction on the card from the second set of cards, by the second game player;

evaluating the verbal response by the second game player to determine whether it is objectively correct;

once the second game player responds correctly, at the option of the first game player, calling by the first player for the exchange of cards from the first player to the second player, the exchanged cards selected from first player's plurality of cards from the first set and the second player's card from the second set of cards.